SHADOWRUN MISSIONS SEASON 5

Temporary Hot Patch Chargen and Gameplay Errata v1.0

This errata is temporary only, and is only for use for *Shadowrun Missions* for Gen Con and Dragon*Con. It will be superseded by the official *Shadowrun, Fifth Edition* errata when that is released. Any other issues not addressed by these errata will be adjudicated by the table gamemaster.

Mystic Adepts

- Power Points cost 5 Karma per point instead of 2 Karma per point, and may be purchased up to your starting magic rating.
- Power Points are lost as normal along with Magic Rating if you lose points of Essence.
- You do **not** get a Power Point automatically when you raise your Magic Rating.
- You may gain additional Power Points by choosing to take a point during **Initiation** instead of a metamagic ability.

Used Cyberware

- Used Cyberware may be purchased during character creation.
- Any pre-owned cyberware becomes the default Used grade cyberware. There is no such thing as "used deltaware". Alpha-, Beta-, and Delta-grade cyber is all custom-fitted and tailored to a specific individual, and implanting it in someone else eliminates the bonus it got for its tailored status.

Dwarven Vision

- Dwarves start the game with thermographic vision.

Metahuman lifestyle and gear cost modifier.

- Dwarves and Trolls have a lifestyle modifier to represent special needs due to their sizes and physiology (20% and 100%, respectively).
- Neither race pays additional cost to have gear customized. This is factored into lifestyles already.

Autosoft Costs

- Availability: Rating*2
- Cost: Rating*500¥

Background Counts

- Background Counts impose a negative Dice Pool penalty equal to their rating for all tests that are linked to or utilize magic in any way (i.e., spellcasting, summoning, assensing, any test made while astrally projecting, and any active skill that benefits from active adept powers such as killing hands, critical strike, great leap, or improved skills, etc). Dual Natured creatures and spirits suffer this penalty to all actions.
- Aspected Background Counts grants a boost to any Limit that utilizes magic in any way (see above) to any metahuman, spirit, or Dual Natured creature that matches the Aspected Domain. This includes spellcasting Force Limits, so spellcasters need to be careful as it can be hard to control the additional surge of mana. Any magically active being that does not match the Aspected Domain should treat this as a normal Background Count and suffers penalties.
- Background Counts above 12 are called either a Flux (For Aspected Domains) or a Void (For magically dead zones), and are very dangerous. Any being that is magically or astrally active in any way (dual natured, astrally perceiving, casting a spell, has an active adept power, has an active foci, etc) takes Background Count-12 unresisted Stun Damage each turn that they are active and exposed to the Flux or Void.

Chicago, The CZ, Noise, and Background Counts

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than 1/3 of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted, gutted, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly 30 km North way to Belmont Avenue to the north, and reaches from the Lake Michigan an average of 15 km to Harlem Avenue to the west. A mass of torn down buildings and hastily-erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly 20 years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Between the Cermak Blast, the bugs, the debilitating effects of FAB III, and years of death and metahuman misery, astral space in and around the Zone is horrible. Unless otherwise noted in the scene, assume a default background count of 2 anytime characters are within the Containment Zone. The count will fluxuate wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See **Background Count** sidebar for full rules. Future *Shadowrun, Fifth Edition* rulebooks may supersede these rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

Besides the background count, the CZ is a virtual nightmare for deckers and technomancers. The persistent low-level background radiation coupled with a distinct lack of modern matrix broadcasting equipment through the area results in a high level of constant background Noise that makes even basic matrix communication difficult. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of 2 anytime the characters are within the Containment Zone.